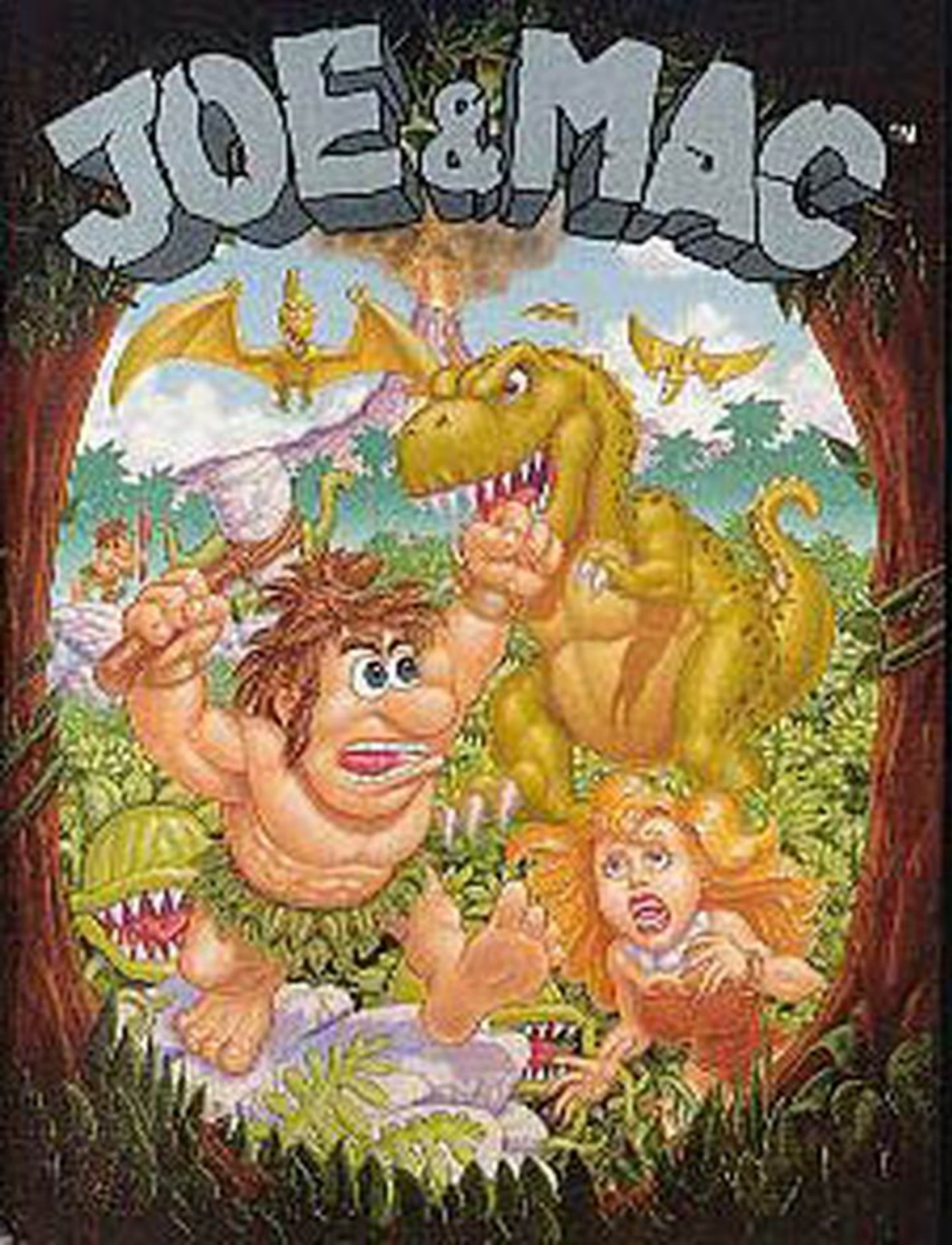
JOE & MAC™



NES-CJ-USA

INSTRUCTION MANUAL

DATA EAST

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

This game is licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT SYSTEM®

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

PRECAUTIONS

1) Be sure to turn off the power before inserting or removing Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV- Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Data East USA, Inc. nor Nintendo of America Inc. will be liable for damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES- A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television picture or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

CONTENTS

Introduction 3
Using The Controller 4
How To Play The Game 6
Starting The Game 8
The Status Panel 9
Scoring 11
Cave-Dude Collectibles 12
Friend or Foe? 16
Enemies 17
Gameplay Hints 'N' Tips 19
Completing The High-Score Table 20
Game Levels 21
Compliance With FCC Regulations 23
Limited Warranty 24

INTRODUCTION

Millions of years ago, before the 'Big Freeze' covered our planet's deserts with ice, a cavedude's life was not an easy one.

These were the good old prehistoric days when 'rock and roll' was just rock and fast food was dinner you couldn't catch. Although life was hard, it still had its good side: lots of berry juice, brontoburgers, dino races and cavewomen!

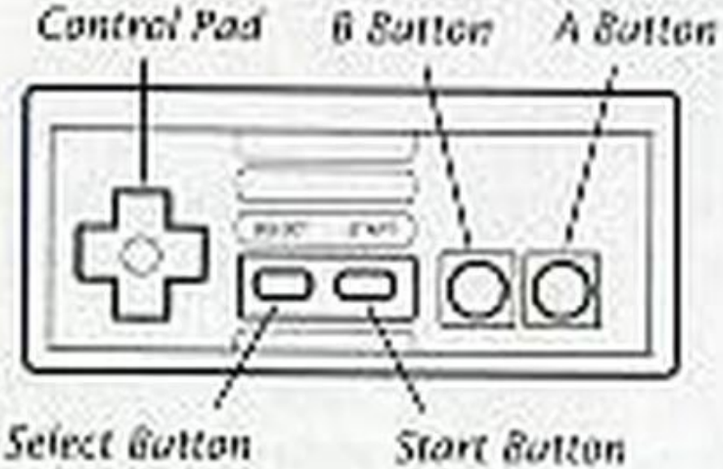
Then one sunny day, while Mac was out hunting for dinosaurs, a bogus bunch of Neanderthal nerds ransacked the village, drank all the berry juice, ate all the food and kidnapped the cavewomen!

This means war! Now, Joe must single-handedly take on the whole jungle to rescue the beloved cavewomen!

PREHISTORIC FACT:
The term 'Neanderthal' was the name given to the first human fossil recognized to have belonged to an earlier type of man.

USING THE CONTROLLER

- *The Control Pad gives control over direction.*
- *Buttons A & B control jumping and shooting.*
- *Combining the use of both the Control Pad and Buttons A and B enhances the jumping and shooting functions.*



Start Button:
Press to start the game, or during play to pause the game. Press again to restart the game.

Start Button:
Press to start the game, or during play to pause the game. Press again to restart the game.

Button B:
Press Once to release weapon.
Hold Down to charge weapons.
*(**Note**: Recharging the weapon too much at once can result in Joe being unable to defend himself.)*

Button A:
Press to jump.

Control Pad:
Press Up and Button A to jump higher.
Press Down to crouch.
Press Right to run right.
Press Left to run left.

Control Pad Up,** followed by **Button B:
Throws the weapon directly upwards.
Control Pad Up,** followed by **Button A:
To jump higher upwards, and somersault.

HOW TO PLAY THE GAME

Joe & Mac takes place within the primitive realms of an era long gone; the treacherous regions are abundant with hungry predators and scheming savages.

The game consists of 5 levels featuring 10 varying unexplored territories of prehistoric wilderness. The object of the game is to lead our courageous cavedude, Joe, safely through these perilous provinces in search of his humble homestead's wandering women.

Points are accumulated by triumphing over any enemy who prevents your progress, and by collecting food and extra weapons which are sometimes revealed along the way.

Every kingdom has a mighty ruler, and to successfully clear every level, Joe will need to battle with each area's Lord of the Landscape. These Bosses have all been elected to defend their differing domains because they are the biggest and most fearsome of all lifeforms. If Joe isn't strong enough, or is without his most powerful weapons, he'll be likely to end his mission as a dino-snack!

PREHISTORIC FACT:

Dinosaurs were a group of reptiles who lived on earth for a total of 140 million years from approximately 200 to 65 million years ago. Meat-eaters were called Carnivores and plant-eaters were called Herbivores.

STARTING THE GAME

Insert the game pak into your NES unit and turn the power ON.

When the TITLE SCREEN is displayed, press SELECT and Joe & Mac's OPTION SCREEN will be displayed, which allows you to adjust certain aspects such as the number of players.

Use the Control Pad arrow keys to move up and down the desired options and then press SELECT to alter the indicated option:

- *1 or 2 player game mode.*
- *With or without music.*
- *With or without SFX (Sound Effects).*

The game can be played by one player, or by two players alternating turns. In addition, you can choose to play the game with or without music, and with or without sound effects.

After you have selected your options, press the START Button to return you to the TITLE SCREEN, where you can begin play.

THE STATUS PANEL

The status panel located at the bottom of the screen keeps track of each player's score and shows the 'energy' reserves of both Joe and each level's Boss. Joe begins the game with 16 energy units on the left-hand energy bar. The Boss's energy units are displayed on the right-hand bar.

Each player alternates playing the character of Joe, and starts the game with 3 lives. Once these lives have been lost, the game is over. After a loss of a life, the screen will advise you of the remaining lives you have before you restart play.

Extra energy is gained by picking up food and weapon collectibles.

PREHISTORIC FACT:

Coal is a well-known energy source today, but did you know that coal is made of prehistoric plants? They became layers of rotting plant material when they died, called peat; then after the water and gases were squeezed out by the weight of rocks, the peat turned into hard, dark coal!

SCORING

Points are awarded as follows.

Direct HIT of any enemy (except Bosses): *100 points.*

Complete DEFEAT of any enemy (except Bosses): *500 points.*

Direct HIT on a Boss: *1,000 points.*

Picking up a re-energizing food collectible: *1,000 points.*

Picking up an alternative weapon: *2,000 points.*

Every level completed: *10,000 points.*

Every 200,000 points scored: *ONE BONUS LIFE.*

*(**Note:** All of Joe's enemies differ in the number of HITS required to defeat them.)*

CAVE-DUDE COLLECTIBLES

Weaponry

Defeating an egg-carrying Neanderthal reveals an alternative weapon available for Joe's use (providing he actually collects it), and also adds an extra 2000 points to your score.

No respectable cavedude would ever be seen without his heaviest club or trusty tools, and Joe is no exception!

Joe's choice of weapon depends upon whatever he picked up the last time one randomly appeared; but remember, some weapons will weaken Joe's energy levels much quicker than others.

Here, we list the types of weapons which you'll find on the way, all of which will assist him in rescuing the cavewomen.

PREHISTORIC FACT:

For over one and a half million years, weapons and tools were only made of stone, wood and bone. Men learned to make metal ones by melting copper and pouring it into stone molds for spear and axe heads, only 9900 years ago.

STONE AXE

Joe begins his adventures fighting his oncoming opponents with this sturdy sample of stoneware, but be warned – they're heavy and don't travel too far!

FLINT

A missile to make your foremost foes flinch; but you'll need to collect more powerful weapons for your bigger attackers.

BOOMERANG

A worthy weapon because it wipes out your enemies before coming back.

FIRE

Throwing fireballs at your enemies is perhaps your most powerful protection.

STONE WHEEL

Rolling wheels into the midst of your opponents without warning will soon have them flying out of your way.

PREHISTORIC FACT:

The wheel was not actually invented until 5,500 years ago. The first one was made of wood.

Edibles for Energy

Joe's battles frequently leave him tired and hungry, so be sure to pick up some food to sustain his strength.

Destroying ferocious animals and cavedude-eating plants will often reveal a hidden energy power-up represented by an apple, watermelon or brontoburger. Besides adding energy, they also add bonus points to your score.

PREHISTORIC FACT:
Although humans have lived on earth for 2 million years, the first crops of wheat and barley were only grown 10,000 years ago. Before that they hunted wild animals and gathered wild fruit for food.

FRIEND OR FOE?

Joe & Mac's friendship was an exception in the bygone Stone-Age days of territorial fighting. So it's fair to assume that even if a stranger looks and acts like you, he still probably belongs to that untrustworthy bunch of boneheads that caused all Joe's problems in the first place. So be extra cautious confronting other cavemen.

- *Cranium Calvin isn't just carrying a club to help him keep his balance!*
- *Jogging Jason may seem harmless, but he's several miles-per-hour faster than you. Stand in this super-sprinter's way, and he'll run you down faster than a charging Triceratops!*
- *A boulder a day keeps the cavewomen away!*
- *If the helirockter's blades don't adjust your hairstyle, rest assured that the bombs he drops will!*
- *Don't mistake a caveman's disguise for being a harmless part of the scenery!*

ENEMIES

All of the varying locations Joe will have to pass through will be fiercely defended by hundreds of uncivilized creatures and dangerous plant-forms. And no territory is ever without its Lord of the Landscape, who Joe will have to battle before he can move on.

So keep your wits about you and your weapons handy for some of the following enemy encounters.

BABY PTERANODONS

Known to have existed over 135 million years ago, these winged lizards are flying fiends, with an adult wing-span reaching over 29 feet and a boney head of horn measuring over 3 feet.

ARCHAEOPTERYX

A 3-foot-long crow-sized feathered dinosaur who first existed nearly 200 million years ago, and is now considered to be the missing link between birds and reptiles.

ZEPHYROSAURUS

A small plant-eating dinosaur (only 8 feet long), whose name means 'west-wind lizard', known to have existed between 141 to 65 million years ago.

Other dangers also await...

TYRANT TRIFFIDS

A mythical man-eating, seed-spitting plant similar to a giant Venus Fly-trap, with poisonous seeds which can prove fatal.

HELIROCK BOMBS

Fiery packages dropped by Caveman Crowswing from his Helirockter. Whether airborne or grounded, they're too explosive to examine closely!

ELECTRIC FLYING FISH

Anything fishy could be quite a shocking experience!

GAMEPLAY HINTS 'N' TIPS

- *Although Joe loses energy whenever he collides with an enemy, he is briefly compensated by becoming momentarily invincible, thus giving him a chance to escape the immediate situation. This is a great advantage when under mass attack.*
- *Remember, Joe can recharge his weapons by holding down Button B – but overdoing this can exhaust him!*
- *When fighting any of the Bosses, aim for its head.*
- *Fire can be Joe's most powerful weapon.*
- *Bonus food, collected before it disappears, gives both extra energy and bonus points.*

COMPLETING THE HI-SCORE TABLE

If you succeed where other cavemen fear to tread, you will be able to register your name next to your score in the Hi-Score Table.

Using the Control Pad, move the Stone Wheel until it encircles your selected letter. Pressing Button A or B will then select this letter. There are 9 spaces available for completing your name, and all letters are selected in the same way. If you make an error, positioning the wheel over the word RUB and then pressing Button A or B will erase your last choice.

After your final letter has been chosen, position the wheel over the word END and press Button A or B to complete your entry.

GAME LEVELS

The action takes place in 10 different stone-age locations, across 5 levels. Both a mid-level and end-of-level Boss are determined to stop you.

LEVEL 1

The Volcanic Valley of Valor & Its Boss:
THE HALTICOSAURUS. Jurassic Park & Its Boss:·
THE TREACHEROUS TYRANNOSAURUS.

LEVEL 2

The Ocean of Silurian & Its Boss:
THE LEGENDARY GIANT TYRANT TRIFFID.
White Cliffs of Cambrian & Its Boss:
THE GRISLY GREEN PTERANODON.

LEVEL 3

The Rapids of Ramapithecus & Its Boss:
THE NOTHOSAUR. Kayemenofore Plateau & Its Boss:
THE MYTHICAL DACENTRURIAN.

LEVEL 4

Bonesville Basin & Its Boss:
THE PACHYCEPHALOSAURUS. The Waters of Wrath & Its Boss:
THE BAWDY BLUE PTERANODON.

LEVEL 5

The Petrified Forest of Fossileons & Its Boss:
THE ROGUISH RED TYRANNOSAURUS. Tyranno's Tummy &
Its Boss: THE FABLED SAGILEOCORN.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- *-Reorient the receiving antenna*
- *-Relocate the NES with respect to the receiver*
- *-Move the NES away from the receiver*
- *-Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.*

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington DC 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA, Inc. warrants to the original purchaser of this Data East software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Data East software program is sold "as is," without express or implied warranty of any kind, and Data East is not liable for any losses or damages of any kind resulting from use of this program. Data East agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Data East software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Data East software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DATA EAST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DATA EAST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DATA EAST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

DATA EAST USA, Inc. 1850 Little Orchard St, San Jose, CA 95125. (408) 286-7074.

Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA 95125
(408) 286-7074

JOE & MAC TM & © 1992 DATA EAST USA, INC.
GAME PROGRAM © 1992 ELITE SYSTEMS LTD.

Printed in Japan